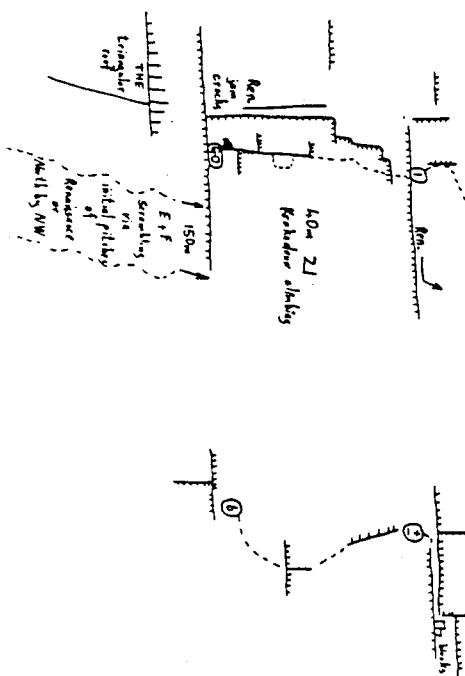


## Yellowwood Amphitheatre

23

(avg loss on pitches 1-4)

FFA: Adlt, E. February, 1 Versickel 1988



**Access:** From the white Bridge (NW Kiosk) continue down the N1 for a further 2km to a parking bay under a single tree on the left. A path winds up the right-hand side of Yellowwood Ravine to reach the foot of the Amphitheatre.

**Descent:** Either Rappell down Smalkaar ridge (the right-hand skyline), or better, walk right(looking in) to reach a system of gullies beyond the ridge. Scrambling and two rappels over short vertical sections gives access to a traverse line that leads back left to the bottom of the amphitheatre.

1. Blood is Sweeter than Honey (22) \*\*\*

Start in the middle of the Amphitheatre, just right of a prominent big block. The route follows the break up to the first set of big roofs 120m above.

**Pitch 1 : (17) Follow the fracture system to a small roof. Keep going to a block below.**

Pitch 2: (1) Stephen and I don't like bread; occasionally we might buy a loaf of it, but we need an open book and no flab on the belly.

Pitch 3 : (20) From the right of the ledge climb up past an open door and go on to a hanging stance below the roof.

Pitch 4 : (19) Traverse right to a break in the roof. Climb through a up the stance on the right.

**Pitch 5:** (16) Climb up & traverse ten under the small roof. Keep going to a recessed corner with an arete on the left.

Pitch 6: (18) Step up & put left onto line again. Climb to the dugout way again.  
Pitch 7: (11) Scramble up and left into the recess. Stance on a blocky ledge on the left.

**Pitch 8 :** (20) Climb the face above, moving slightly left onto the arete. Keep going to a small stance on the right.

pitch 9 : (22) Traverse left to a break in the roof. Climb the break until you can move right & up (crux). Keep railing right to a break and up to a small stance.

Pitch 10 : (19) Climb the book above & move left into the recess below a range roof. Move up & fall left under the roof. Belay around the corner.

**Pitch 11 : (16)** Climb the recess above to a roof. Go left & up. Scramble off

FA: P. Schlotfeldt &amp; D. Shewell 1988

(See Topo Diagram)

**2. Armageddon Time (23) \*\*\*\*\***

Start roughly 200m right of Time Warp (ie. 75m right of the clump of trees). Below & right of the prominent understapped overhangs is a slightly raised ledge. The climb starts up a shallow open book that leads up to the left-hand extreme of a narrow band of overhangs.

Pitch 1: (19) Ascend the book, sneak left around a roof. Move back right into the break & up to a ledge.

below a corner on the left.

Pitch 3 : (20) Climb the right-facing book to the base of the roof. Travel up right and up (15m) until able to move up on pockets to a blank open book. Balance left into the easy break left through the roof to a large ledge.

Pitch 4 : (21) Turn the roof to climb the left-facing corner. Inverse right to a sloping stance beneath another corner.

Pitch 5: (21) Step down & rail right across the void. Climb the rake system above to a ledge on the right. Climb the corner above to a higher ledge.

**Pitch 6:** (16) Climb up to the big half-way ledge.

## Western Cape Rock

[The Route continues on the headwall to the right of the huge broken recess/corner. Walk 80m right to a small corner with a flake at its base. 5m to the right, just before a higher ledge is a short layback corner.]

Pitch 7 : (23) Climb the crack & move left over onto the ramp (thin). Continue diagonally left to a short, steep, left-facing corner. Climb this to a ledge.  
Pitch 8 : (19) Step down and climb left & up to a short layback flake. At the top move left under the roof past a small blocky ledge to a stance 4m higher.  
Pitch 9 : (20) Move up right & climb the break. Climb left through a small juggy overhang past a ledge to a roof. Fall right to a crack, and climb it to a ledge on the left.

Pitch 10 : (19) Ascend a crack to a ledge. Avoid a gully by tending right on good grey rock to a ledge. Pull through the bulge 3m left of a chossy crack. Follow a short crack to the summit.

FA: Pitch 1-9 R. Suter, G. Morton & J. Fisher

Pitch 9-10 R. Suter & G. Morton

FA: J. Fisher & P. Schlotfeldt 1987  
(See Topo Diagram)

The Thin Crack above the stance after pitch 2 is graded 24.

FA: J. Colenso, K. Smith & S. Middlemiss 1988

### 3. The Second Coming (23) \*\*

Start at the easy break right of Armageddon Time (ie: just left of the last clump of trees). Scramble up 10m.

Pitch 1 : (17) Continue up the break to a crack leading on to a large block & narrow ledge. Traverse 10m left.

Pitch 2 : (20) Climb the middle of the clean grey face to stance on a block under a small roof where the rock colours orange.

Pitch 3 : (23) Above, pull through into the left-hand recess. Go right onto the face & layback moves lead onto grey rock again. Step Back left at 20m.

Pitch 4 : (16) Use the Armageddon Time pitch up to the Halfway ledge. Move out left onto good rock & a semi-hanging belay around the first corner.

Pitch 5 : (19) 10m left and climb the easy loose big gully to an ancient peg. Which is followed easily to the ledge below a hidden recess.

Pitch 6 : (22) Step left around the nose. Cross the gap to a sharp rail, which is followed easily to the ledge below a hidden recess.

Pitch 7 : (22, A) Climb the recess, out left and back on a grey flake. Layback the recess, using 3 RP's to reach a finger rail. Go left and up to a ledge.

FA: A. Dick & D. Davies 1988

### 4. Time Warp (20) \*\*

The line is up the middle of the amphitheatre, crack systems above the left-hand end of three clumps of trees at the foot of the wall. This break is gained by starting 50m left of the trees and traversing back at 65m.

Pitch 1 : (13) Climb broken grey rock tending slightly right.

Pitch 2 : (15) Up a face, up the corner on the right to a roof.

Pitch 3 : (17) Sneak right, through the roof & up the to a good stance at the start of an obvious traverse line right.

Pitch 4 : (17) Traverse right on steep slabs as far as a thin handrail.

Pitch 5 : (20) Traverse right for 15m then continue at a low level to reach a block in the main crack-line.

Pitch 6 : (17) Climb the crack, passing a protruding nose directly above the left-hand clump of trees.

Pitch 7 : (15) Climb the crack using the left-hand edge.

Pitch 8 : (13) Continue to the halfway ledge.

Pitch 9 & 10 : (17, 19) Carry on up the crack.

Pitch 11 : (20) Up the crack to the roof. Go right on a rail and continue right for

## Western Cape Rock

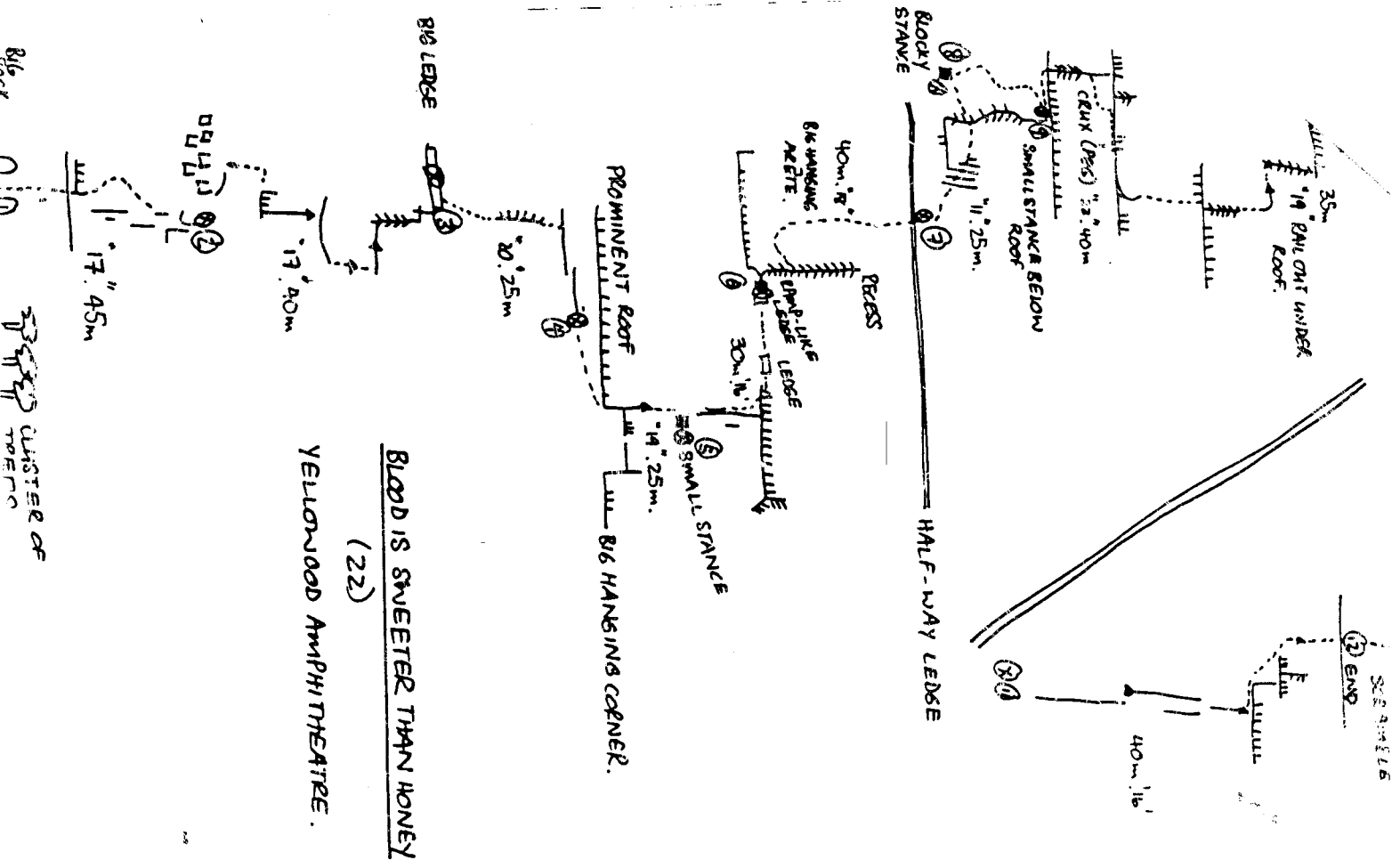
10m.

Pitch 12 : (20/21) Climb the crack above to the roof, traverse right and onto large flakes above.

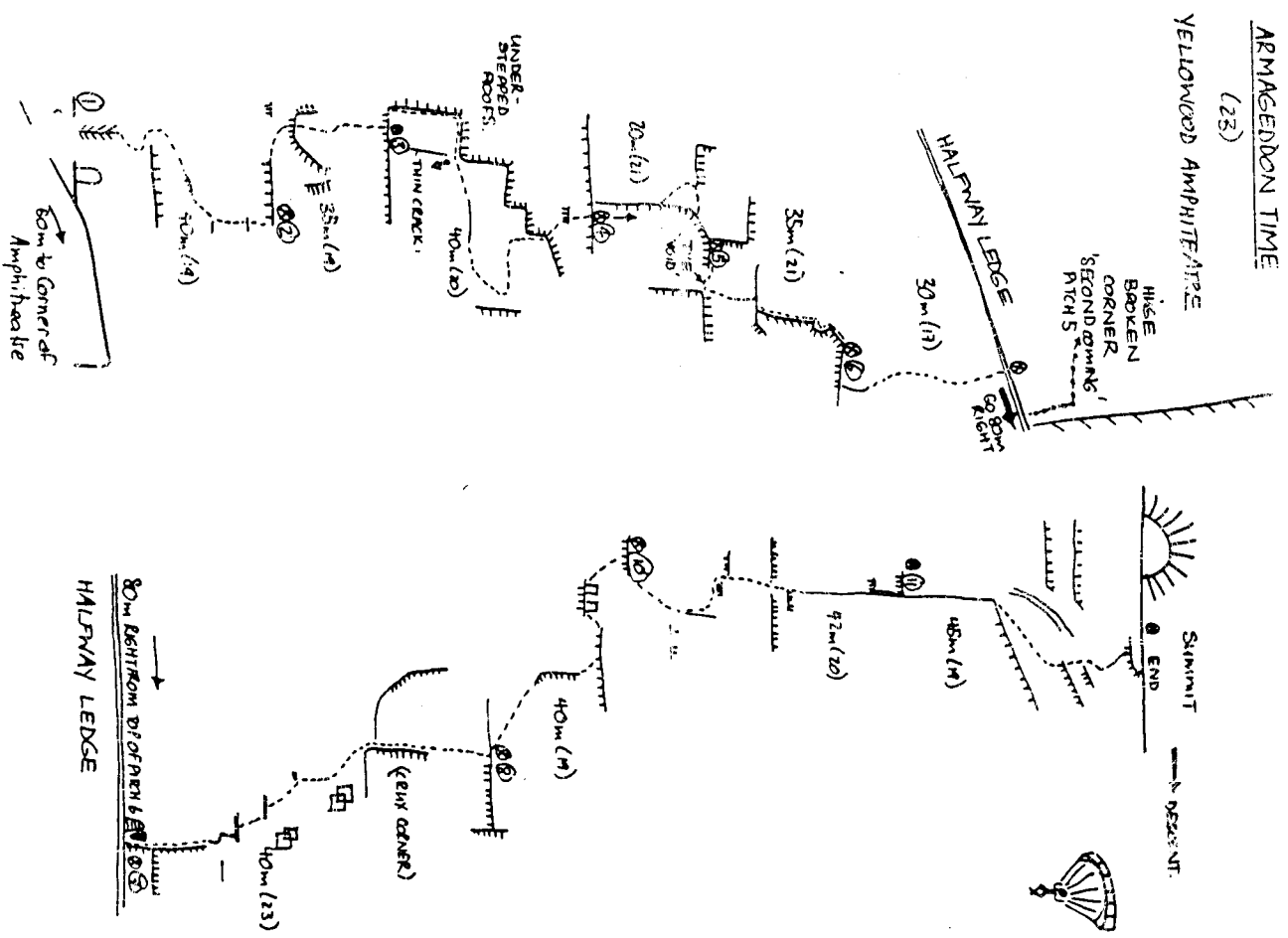
Pitch 13 : (15) Follow the flakes & cracks diagonally left, finishing up a chimney.

Pitch 14 : Walk 30m left and finish up an easy ramp.

FA: D. Chessamond & A. Dick 1977  
FFA: C. Lomax & K. Smith 1982



BLOOD IS SWEETER THAN HONEY  
 (22)  
 YELLOWWOOD AMPHITHEATRE.



Routes are given by the key, described in sequence from left to right, clockwise around the area.

Descent is by Rappel for many of the shorter Routes, and by traversing right (hooking in) into a long gully leading down into the flood for the longer routes.

**CC Cartwrights Corner (17½) \***  
Climb the crack (about 3

through the Corner (1778) \* Climb the crack (about 3 1/2 m long). Climb up the cliff. The cave is located

FA: M. Cartwright & E. February 1988

**SC Slop Counting (19) \*\*\***  
Climb the corner wall & arching crack on the face just left of the Countdown

FA: J. Fisher 1987

CD The Countdown (23) \*\*\*\*\* 33m  
Climb the arale & twin cracks limit

**The Countdown (23)** \*\*\*\*\* 2/2  
Climb the arete & twin cracks immediately left of the edge of the buttress.

FA: M. Versveldt & AdK 1984

NW Nuclear Waste (19) \*\*\*\*\*  
The obvious hand crack on the left-hand side of the buttress

FA: E. February & G. Lacey 1982..

**AB Atomic Breakaway (20/21) \*\*\*\* 3.1+**  
The corner/crack system in the middle of the buttress.

FA: AdK 1982

CC Cosmic Chaos (21/22) \*\*\* 22-143 sm Red Alien's handwriting  
Start from the ledge & climb the face to a small overlap. Pass this & into a corner  
system above. (4 ft wall, then Pulley (cave). 4 pinner)

FA: Adk 1985

✓ SC Skyline Crack (20) \*\*\*\* 2: 10m (43), rest 42 (40m)  
The crack just right of the skyline.

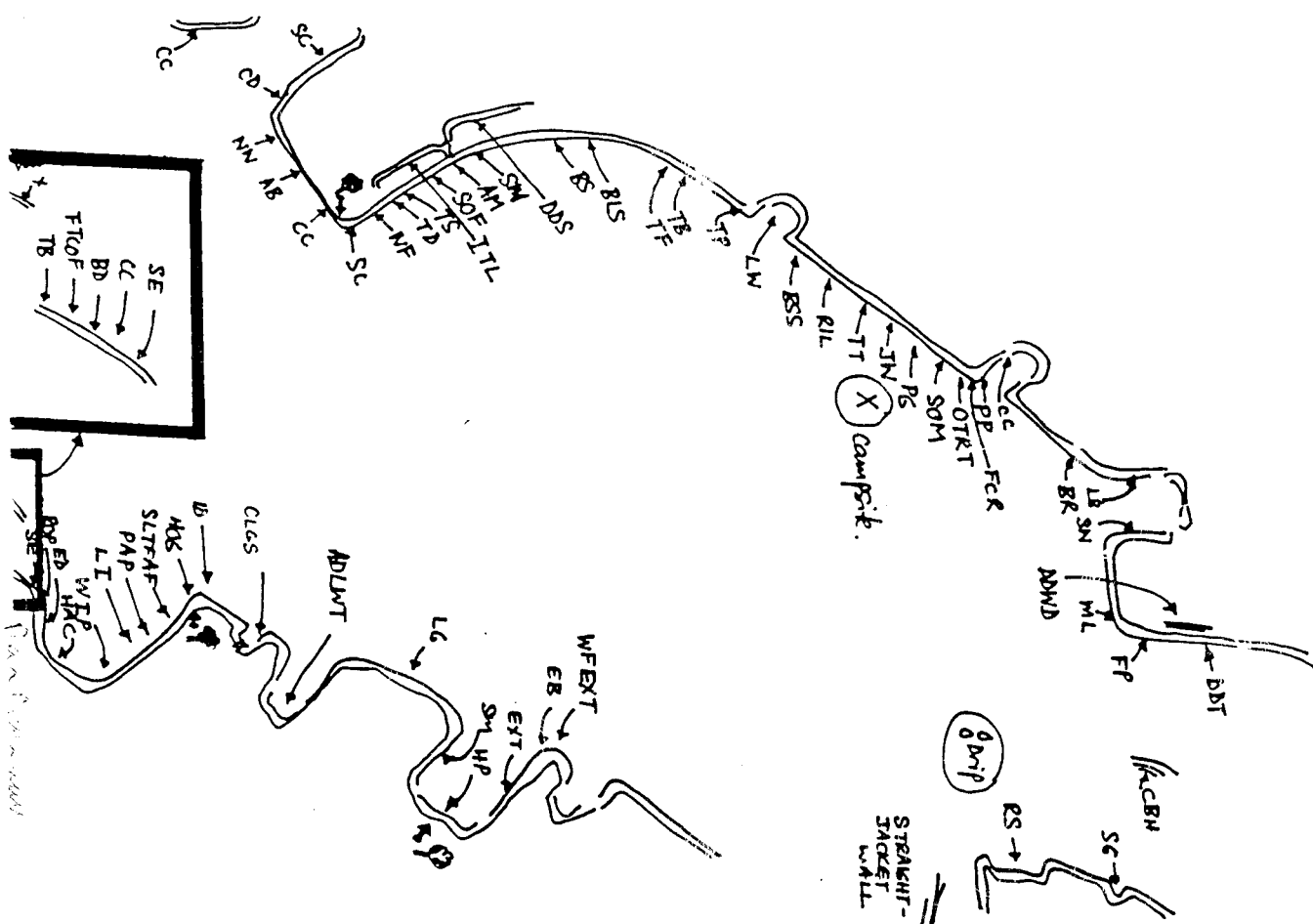
F.A. Adk, E. February, D. Kelikins & A. Wood 1982

[for these routes the descent is by rappell from the bolt situated by the tree at the top of Atomic Breakaway]

— NF Night Flight (24) \*\*\*\*\* 23 33m  
first night of Skyline Crack. Climb up to a

Just right of skyline crack. coming up to a loose crack. (4 in wide crack 6 in high) about

F.A: AdK 1985



— TD Technicolour Darkness (25) \*\*\*\*\* 28, 32  
The best route at Montagu. Climb the rightwards trending crack to the anchors.

FA: AdK 1986

TS Technicians of the Sacred (28) \*\*\*\*\* 28, 32  
A boulder problem start gains the crack (initially shared with Streets of Fire). Climb this past a peg & sling to two bolts. Straight up to join Technicolour Darkness.

FA: (up to the Technicolour Darkness junction) AdK 1987  
(up Technicolour Darkness to the anchors) J. Fisher 1988

SOF Streets of Fire (24) \*\*\*\*\* 28, 32  
Start in the corner right of Technicians. Traverse left to a peg and up to a V-shaped rock. Straight through moving right to finish independently of Technicolour Darkness.

FA: AdK 1986

AM Amanda (26) \*\*\*\*\* 28  
Start up the corner a little below 2 bolts. Climb the crack to a flake and straight up to finish.  
*A very simple & a mega dyno!*

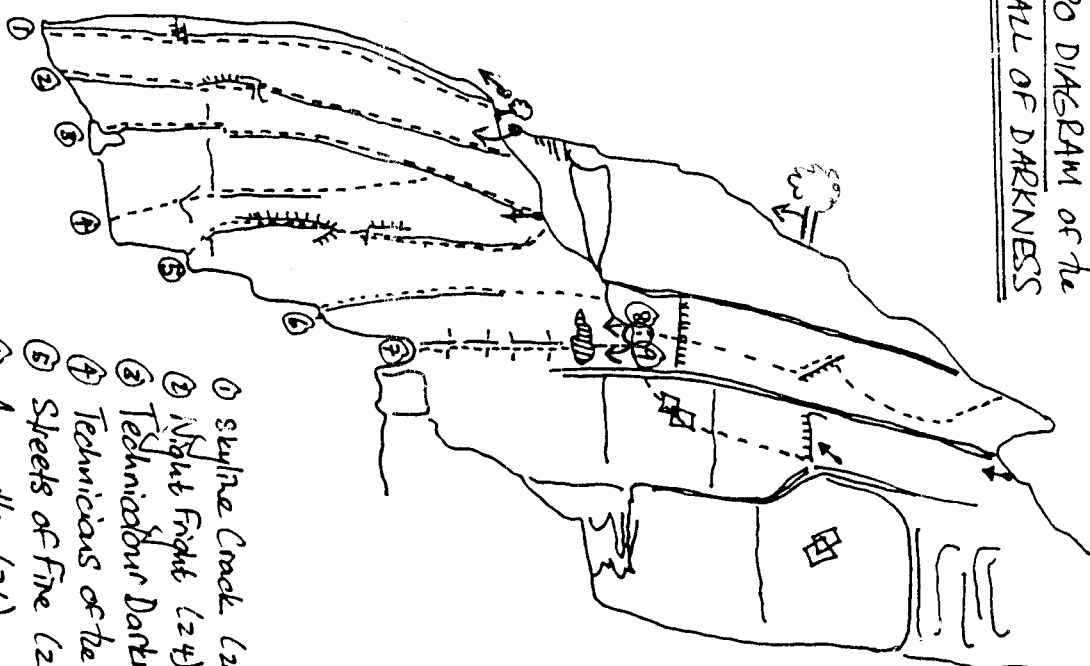
FA: AdK 1986

SN A Silent Nightmare (23) \*\*\*\*\*  
At the top of the pillar/corner/scramble on the right of the Wall of Darkness is a short crack.

FA: AdK 1986

[All the routes on the Wall of Darkness may be descended via anchors at the top of Technicolour Darkness]

# TOPO DIAGRAM of the WALL OF DARKNESS



- ① Skyline Crack (20)
- ② Night Night (24)
- ③ Technicians of the Sacred (28)
- ④ Streets of Fire (24)
- ⑤ Amanda (26)
- ⑥ A Silent Nightmare (23)
- ⑦ Into the light (22)
- ⑧ Danse du Sateil (23)

The following two routes are situated above the Wall of Darkness:  
 1. Into the Light (22) \*\*\*  
 From the finish of Amanda go through the roof and up the long wall above to finish on top of the pinnacle. Keep well right of the left arele moving onto the edge about 6m below the final block.

FA: Adk 1987

DDS Dance Du Soleil (23) \*\*\*\*  
 From the finish of A Silent Nightmare move right around the corner onto an immaculate concave wall. Climb this past three bolts to a rappel anchor.

FA: Adk 1987

BS Banana Splits (22) \*\*\*  
 Steep crack systems left of Haber's Chimney. 15m to the left of the chimney.  
 35m Pitch 1: (18) Climb up to the ledge system, 15m to the left of the chimney.  
 30m Pitch 2: (22) Walk right, drop down & climb the right-hand of two cracks above. up top of rock  
 Hanging belay on the right. up to 12m  
 30m Pitch 3: (19) Move left, up and back right. Diagonally left to a stance.  
 30m Pitch 4: (15) Climb the crack past a tree to the top.

FA: C. Lomax, K. Smith & G. Mallory 1982

BLS Black Sundae (18) \*\*  
 Climbs cracks left of Banana Splits in 3 or 4 pitches.

FA: Adk, E. Roux & E. February 1986

TF The Farmyard (23) \*\*\*  
 The very overhung crack just right of the Farmyard. Bolt protects the first moves.  
 Thin crack. Climb up moving right to another steep exit crack. Rappell point anchor.

FA: Adk 1986

TB The Barndoor (24) \*\*\*  
 The very overhung crack just right of the Farmyard. Bolt protects the first moves.  
 Rappell point anchor shared with the Farmyard.

FA: Adk & E. February 1987

TP The Pilepen (18/19) \*  
 Starts right of Banana Splits and moves over right to the Farmyard's rappell anchor (16). Climb up to gain the layback corner inside Haber's chimney on the left-hand side. (2 pitches 17, 18/19)

FA: Adk & E. February 1987

LW Lost World (17)  
 The chasm right of the Barndoor/pilepen complex. Awtull!

FA: E. Haber & E. Menaber

BSS Brain Salad Surgery (19) \*\*\*  
 Start right of Haber's chimney. (5m)  
 Pitch 1: (17) Climb up and right to a curving crack. up crack to blocky ledge  
 30m F3

LU: Pitch 2: (17) Up & right to a ramp, and up this into the right hand crack (if face) up to ledge  
 LU: Pitch 3: (16) Over the boulder & into a chimney. At the top go diagonally right to a thin recess stance.  
 LU: Pitch 4: (18) Climb the off-width crack above the tree to the top.  
 LU: Pitch 5: (21) Climb the off-width crack above the tree to the top.  
 LU: Pitch 6: (21) Climb the off-width crack above the tree to the top.  
 LU: Pitch 7: (21) Climb the off-width crack above the tree to the top.

FA: Adk & D. Keirkins 1982

RL Remain in Light (19) \*\*\*  
 The line between Jaywalker and Haber's Chimney. Scramble up into the base of the crack. 2 long pitches of (19/20) follows the crack up past a broken ledge into a small overhang made by a horizontal flake. Climb the off-width at the top of all this to belay atop the same flake as Brain Salad Surgery & Titanium Trip. The final pitch (19) follows the corner on the right. Climb up the wall by 20m, 10m + in the direction of the crack. up to top of rock.

FA: Adk & D. Keirkins 1982

TT Titanium Trip (23) \*\*\*  
 Climbs the thin crack between Remain in Light and Jaywalker's obvious crack on the right. Start just right of Remain in Light.  
 45m Pitch 1: (18) Climb over the bulge & follow the crack across right & up to a hanging belay on a small platform 3m below the overlap.  
 35m Pitch 2: (23) Up & through the overlap to a ledge.  
 45m Pitch 3: (21) Starting from Jaywalker crack on the right, follow a thin crack diagonally left into the middle of the face. Straight up into twin cracks to a ledge.  
 15m Pitch 4: (18) Left around the corner into the off-width to belay on the flake common to Brain Salad Surgery & Remain in Light.  
 45m Pitch 5: (21) Go left to the finger crack going through the roof. Over the lip & diagonally left & back right to finish.

FA: Adk & S. Birdshaw 1983

FW Farmyard (19) \*\*\*  
 The obvious crackline in the middle of the crack. Two pitches (19) & (15) climb past a jammed block to the broken ledges. Climb up and traverses right to another crack system to the top.  
 Climb thin crack over the rock. Climb thin crack over the rock. Climb thin crack over the rock.

FA: G. Lacey & E. February 1982

PG The Persian Gulf (19) \*\*  
 Start just right of Jaywalker.  
 35m Pitch 1: (19) Climb the bulge into the crack, and up over more bulges to a sloping ledge.  
 35m Pitch 2: (15) Start on the right & up the face to a crack. Climb up, going right under a roof.  
 50m Pitch 3: (17) Up the crack on the right and finish up a layback flake.

FA: Adk & E. February 1984

SM Straits of Magellan (21) \*\*\*  
 Takes the right-hand crack going through the bulge where the Persian Gulf goes.  
 Pitch 1: (17) & Pitch 2: (21) Climb the crack to a big block. 15m to the right-hand crack.  
 Pitch 3: (17) Traverse left along sloping rails to a crack; up this for another pitch (17), to share a stance with Jaywalker. Finish up Jaywalker's crack (15).

FA: E. February & A. Wood 1982

OTB On the Right Track (19) \*\*  
 Starts below a quartz dyke just above the campsite. 4 pitches (19, 17, 17 & 15). Follow this break up to the top.  
 25m F3, curved crack, low, hunchy steps through rock  
 30m F3, curved cracks, low, hunchy steps through rock  
 25m F2, shuddles + chimney to top

## Western Cape Rock

FA: G. Lacey & E. February 1982

FOR Eat God's Revenge (21) \*\*\*

A short one pitch route climbing cracks & the wall just right of On The Right Track, and left of Polyphemus's crack/flake line on the right. Rappel anchor on the right as for Polyphemus (in the middle of main)

FA: G. Morton & J. Fisher 1987

PP Polyphemus (23) \*\*\*\* 1 3/4

A thin seam to the right of On the Right Track leads to directly up through bridges to a flake/block at the top. Exit up to the left of the flake to the rappel anchor.

FA: Adk 1987

CC Cowboy Collapse (22) \*\*\*

Just right of Polyphemus is an obvious corner. Rappel anchor at the top.

FA: J. Fisher & G. Morton

BR Boy Racer (21/22) \*\*\*

Further along the crag is a huge brown chasm. Boy Racer climbs the steep jam crack on the left-hand side of this. (50m) It is a white wall to an open crack. Pitch 1: (21/22) Climb the steep crack in the white wall to a hanging sward of quartz. Continue up to take a hanging belay under a small roof. (A few metres below)

Pitch 2: (20) Climb up to the roof, through it, and right to a twin crack. Pitch 3: (17) & Pitch 4: (13) Climb the crack to the top. (A few metres below)

FA: G. Lacey & E. February 1982

LB Locomotive Breath (22) \*\*\*

Climbs the steep crack on the left-hand side of the big gully. Rap anchor at the top.

FA: S. Middlemiss & C. Curson 1988

SN Sheep Numbers (13) \* 4.5m (Red second gully)

Climbs the wall 90 to, and right of Boy Racer. Rappel anchor.

FA: J. Moss & A. McKirdy 1982

DDWD Dealing Dice with the Devil (23) \*\*

Climbs the big red wall on the top right of the main cliff. Access via pitch 1 of Memory Lane. Start below a small corner leading onto the main wall. Follow a discontinuous thin crack parallel to the edge. Go left diagonally to finish.

FA: Adk & J. Fisher 1987

ML Memory Lane (19) \*\*

Follows the crack running up the prominent buttress on the right-hand side of the main cliff. (in middle)

35m Pitch 1: (15) Climb the curving crack at the foot of the buttress. Even 2 bulges, slung on 2. Pitch 2: (19) The corner and crack lead to a small roof. Swing right and up the (in middle) Up a shallow corner to a ledge on the left. Pitch 3: (15) Climb the face above to the top.

FA: Adk & E. February 1983

FP Flower Power (24) \*\*\*\*

Around the corner from Memory Lane is a short steep wall. Climb diagonally left past three pins. (The left hand slung bulge)

FA: J. Colenso 1987

## Western Cape Rock

DDT Decadent Disco Track (20) \*\* 10m wall leading up the valley

Just up from Flower Power/Memory Lane is a big grey wall.

Pitch 1: (20) Climb the obvious crack through two roofs. (A few metres below)

Pitch 2: (15) Up the face to a roof where the crack continues. (A few metres below)

Pitch 3: (20) Through the roof & up the crack, moving right to avoid a big projecting flake. (A few metres below)

FA: M. Versveldt & G. Bosch 1983

CBH Cold Fronts, Bugeyed & Heatwaves (16) \*

Opposite the DDT wall is a long gendarme/rib of rock. The route faces the same way as DDT. Ascend a crack high up. (A few metres below)

FA: J. Sydnor & I. Manson 1985

SG Sunset Games (21) \*\* 10m

Across the way from CBH is a slab and square-cut recess. Climb into this & through the roof-crack. (in 2 of wall)

FA: Adk & B. Roux 1986

STW Sun-Tan Wall (23) \*\*\*

Top Rope Problem: Up the wall three metres left of Robo-Slob, use same finish.

FA: J. Colenso 1989

RS Robo-Slob (26) \*\*\*\*

Climbs a thin crack in the smooth wall down & right of Sunset Games. Climb up a sloping face & into a recess. Follow the crack to the top. (A few metres below)

FA: Adk 1987

### The Strait-Jacket Wall

At the back of the roof, high on the right-hand side is a diagonal red wall. Routes are described in sequence from left to right.

1. Lunatic (17) \*\* 13m

Climb the crack just left of the corner capped by a small roof.

FA: Adk (solo) 1985

2. The Paranoïd Android (19) \*\* 20m

The twin cracks just right of the corner & roof.

FA: Adk (solo) 1985

3. Electric Shock Therapy (22) \*\*\* 22m

A discontinuous crackline 12m uphill from The Paranoïd Android. (in middle)

FA: Adk & C. Jackson 1985

4. Asylum Kids (22) \*\*\* 22m

Just right of Electric Shock Therapy. A few hard moves gain twin cracks leading up.

FA: Adk & C. Jackson 1985

5. Anxiety Neurosis (22) \*\*\* 3.5m  
Further right is a small ramp. Move into a crack which is followed to the last bulge.  
Move left to a hard finish up a crack.

FA: Adk & C. Jackson 1985

6. Clinical Disaster (23) \*\*  
Further right climb a vague seam over a block tending slightly rightwards. Finish up the leftward arching crack.  
(40m) (15)

FA: (Top roped) Adk 1985

WFEXT What the Fuck is an Existential Teddy Bear Anyway?  
(22) \*\*\*  
Takes the arete/crack on the outside left of an impressively smooth grey wall.

FA: P. Schorveldt, C. Leslie-Smith & D. Seagreen 1987

EB Esoteric Bulshit (23) \*\*\*\*  
Climb up to the overhang and turn it on its right-hand side (as for Teddy Bears). Move left onto the slab. Climb up parallel to Teddy Bears past a bolt and into a crack with a fixed pin.

FA: Adk & E. February 1987

EXT A Sea of Existential Teddy Bears (24) \*\*\*\*\* 2B, 1P  
A superb route up the centre of the grey wall. Climb up to the overhang and turn it on its right-hand side. Climb past two bolt runners and a peg. Exit left where the crack ends.

FA: M. Versveldt & T. Holt 1986

HP Hidden Pillar (13) \*  
Climbs the slab/crack in the pillar at the back of the gully.

FA: A. Wood, C. Vind & M. Cook 1983

SM Stone Magic (18) \*\*\*  
Climbs the crack in the wall opposite Teddy Bears. When the crack ends, traverse left and up a thinner crack.

FA: Adk & D. Kelkins 1983

LG Loose Goose (14) 1F2 40m F21, white route, red, 15m E = chimney  
Climbs a granly, blocky crack right of the Stone Magic/Teddy Bears gully, roughly in the middle of the buttress. 30m (15m)

FA: Adk, B. Opperman & W. Tomlinson

ADLWT A Day in the Life of Wayne Tomlinson (14) \* 30m  
Climbs the bomb-bay chimney between Loose Goose & the Heart of Gold buttress.

FA: Adk 1985

RX Bouge X (12/13) \*  
The slab on the left-hand side of another bomb-bay chimney right of A Day in the Life of Wayne Tomlinson.

FA: J. Moss (the Captain) & A. McKirdy (the Lieutenant) 1983

ID Improbability Drive (18) \*\*\*\* 5.5m  
The route, done in two pitches, heads for the left-hand side of the square cut recess on the Heart of Gold buttress. Start at a large block & climb the wall directly above the block to a ledge. Climb into the corner on the left-hand side of the recess.

FA: Adk & E. February 1984

HOG Heart of Gold (20) \*\*\*\* 4.5m  
Start at the same block, but step right and up parallel to Improbability drive on the first pitch. Pitch 2 climbs diagonally up into the right-hand side of the square recess to a jug. Move left into the thin crack in the middle of the recess & up to finish.

FA: Adk & E. February 1983

STLFAF So Long and Thanks for all the Fish (18) \*\* 3.5m  
Start on the wall right of Heart of Gold. Climb up to a ledge. Up diagonally right to the roof. Traverse right and up the headwall.

FA: Adk & J. Colenso

PAP Payot and the Politbureau (22) \*\*\* 5m  
Left of the cave is a smooth rippled wall. Start on the extreme left and climb up past two bolts. Finish as far as Laughter of the Immortals.

FA: J. Colenso & J. Wise-Samson

LA Laughter of the Immortals (26) \*\*\*\*  
Start from the cave & climb past two bolts to a peg. No slightly left and finish up the overlap (2 move pegs)

FA: Adk 1986

WIP Wombanger the Infinitely Prolonged (20) \*\*  
The crack/corner right of Laughter of the Immortals.

FA: B. Roux, Adk & E. February 1986

HAC Heart Attack Crack (21) \*\*  
Climb the overhanging crack just right of the cave.

FA: Adk & S. Bradshaw 1984

ED Epic Demic (15) \* 30m  
The chimney just right of Heart Attack Crack.  
45m right of the big cave (15m recess)

FA: Adk & E. February 1982

ROP Routes of Passage (18) \*\* 30m  
The slot on the edge of the buttress right of Epic Demic.

FA: Adk 1985

SE Spastic Elastic (21) \*\*\*  
Climbs the corner and stretches right onto the arete forming the left-hand end of the Brain Drain Wall. 40m

FA: Adk & C. Jackson 1985



## Western Cape Rock

### CC Cranium Cocktail (20) \*\*\*

Climb the bold wall just left of Brain Drain & just right of the arete. Starts from above the block.

FA: AdK 1985

### BD Brain Drain (17) \*\*\*

Climbs the left-hand obvious crack on this wall.

FA: AdK (solo) 1983

### FTCOF Find the Cost of Freedom (16) \*\*\*

Climbs the right-hand crack (ie just right of Brain Drain). Some 16's are harder than others.

FA: AdK (solo) 1983

### TB The Bogal (22) \*\*\*

Climb the thin seam which blanks out onto the wall just right of Find the Cost of Freedom. Finish tending leftwards.

FA: AdK & E. February 1984

X The wall further right from the Brain Drain buttress has about 9 routes (grade 10 - 21) opened by T. Holt, M. Versveldt, B. Roux & AdK. Names and numbers have become forgotten history, and obliterated by space invader games.

## Western Cape Rock

### Klein Winterhoek

Access: From Tulbagh drive straight through the town until 3 or 4km later a fork is reached. Take the left-hand junction (towards Winterhoek). Further on, another fork is reached. Turn right and continue along until a turn left leads to 'Bergplaas'. Park at the Farmer's Dam. [The farmer, Franz Zeeman, does not allow climbers on his property in the picking season, (December - February). So be warned: he will beat you up even if you speak Afrikaans !!!]

Walk up the road to the top of the Orchards and continue up the slope beyond. At the second major clump of trees high on the slope, drop into the riverbed and walk up the river bearing right to a waterfall. Climb steeply out at the waterfall up a long bushy slope leading to a ridge under the first rockband. An undulating traverse leads rightwards into the gully paralleling the cliff. Camping at a pool at the highest clump of trees on the right. To get to the Amphitheatre scramble up the steep gully on the right of the buttress above the campsite. Routes described left to right.

Descent: Walk down the summit ridge on the left (looking out) to a col. Drop into the gully & follow it down to a beacons point at which you must take the next gully on the right which leads to the campsite.

### 1. Klein Winterhoek Frontal (15) \*\*\*

Takes the left-hand skyline of the Amphitheatre. Scrambling, many pitches of (1-13) and one of (15) follow corners, cracks and obvious breaks directly to the summit.

FA: G. Lordt & Party 1921

### 2. Ocean of Fear (20, A<sub>1</sub>) \*\*\*\*\*

Start from a ramp in the middle of the amphitheatre.

Pitch 1 : (19) Climb the small corner to a handrail on the left. Gain a sloping ramp and traverse left to a belay ledge.

Pitch 2 : (20) Traverse 10m left from the end of the ledge. Climb blocky rock at the end to a series of grooves. Belay next to a huge flake.

Pitch 3 : (20) Hand rail the flake. Climb up and back right into a crack which is climbed to a ramp. Move right & layback to a ledge.

Pitch 4 : (19) Climb the crack above to a sloping ramp. Move up and over a bulge. Rail left, then walk across to blocks on the *Ledge of Forgotten Dreams*.

Pitch 5 : (A<sub>2</sub>) Aid the crack & roof to a hanging belay. (Bo111)

Pitch 6 : (A<sub>2</sub>) A few free moves left before nailing the bulge to a rail. Aid left to a hanging belay in the corner.

Pitch 7 : (A<sub>2</sub>) Aid through the diagonal crack & up the wall to hanging belay below the biggest roof.

Pitch 8 : (A<sub>1</sub>, 19) Aid/free along the rail left.

Pitch 9 : (A<sub>2</sub>) Aid left into the corner, around and up a vertical crack. Aid & free moves lead to a sloping ramp belay. (Bew Bkw)

Pitch 10 : (A<sub>2</sub>) Aid the crack/corner to the roof. Go left and nail a thin crack leading to a hanging belay.

Pitch 11 : (20) Climb diagonally right to a roof. Handrail left and turn the roof at it's left-hand end. Move up to belay in a small corner on the right.

Pitch 12 : (19) Start on the right, and handrail left across a flake to a blocky ledge. Go left to a ramp. Climb this to a wall and rail left to Ecstasy Ledge

Pitch 13 : (15) traverse right to the corner, stem it and move left. Climb the wall diagonally left to a ledge below a crack.

Pitch 14 : (17) Climb the crack & continue to the highest ledge. Traverse/walk left & finish up the last 100m of the Frontal ridge.

FA: G. Lacey & AdK 1983  
(See Topo Diagram)

### 3. The Wall of Silence (21, A<sub>1</sub>) \*\*\*\*\*

Takes a line right of Ocean of Fear. Start in the same place, ie at the ramp. Scramble up to the short corner.

Pitch 1 : (19) Climb the corner, up the wall above. Go slightly left to a sloping ledge, then move right, climbing flakes to belay at a rail (peg).

Pitch 2 : (20) Traverse right under the roof to the corner. Climb up & belay on a thin ledge.

Pitch 3 : (16) Traverse left to a break. Pull through and continue up trending leftwards to a ledge next to some blocks.

Pitch 4 : (15) Climb into a corner-system leading to a belay on the ramp below a right-facing corner.

Pitch 5 : (18) Climb the corner to the rail under the roof. Traverse left to the ledge of Forgotten Dreams.

Pitch 6 : (A<sub>2</sub>) Zig Zags into *Infirmary Base* : From the highest block nail the corner to the rail. Go right & up the next corner. Indicate railing leads left and up to belay 3m right of the scoop/hollow at the top of the Ocean's A<sub>2</sub> crack.

Pitch 7 : *The Cloak of Black Mystery* : Aid straight up on hooks to a pocket. Nail across the wall into a thin crack going diagonally right. Bolt belay.

Pitch 8 : (A<sub>2</sub>) *Afterimages of Pain and Desire* : Hook the wall to a slanting seam going left under the roof. Aid left to the bolt ladder leading onto the *Halls of Desolation*. Straight up to the rail. Move left & through the next roof. Diagonally left on blades & up to the rail under the big roof. Traverse left to belay.

Pitch 9 : (A<sub>2</sub>) *The Downbound Train* : Go diagonally left to the corner. Drop down and hook left into a very steep corner. Hook the pockets on the left-hand wall and into the crack - *The Visions of Paradise*. Climb the crack to a belay in a corner under a roof.

Pitch 10 : (20) Free climb right for 7m, pull through the bulge, and up the corner to a sloping ledge. Climb diagonally right across the wall to a tiny sloping ledge below a blank corner crack : *The Silver Hearts Biv.*

Pitch 11 : (21) Traverse left and up to a small block. Up to a ramp. Climb leftwards up the ramp to a crack through the bulge. Belay in the corner above.

Pitch 12 : (17) Go diagonally left into a rightwards arching flake/corner system. At the top traverse left to a triangular ledge - *Darkness on the Edge of Town*.

Pitch 13 : (16) Layback flakes & corners to reach the ramps and so the long ledge. Traverse left & finish up the last 100m of the frontal ridge as for Ocean's - *The Circle of Silence*.

FA: AdK (solo) 1986

### 4. The Times They are a Changin' (20) \*\*

Start in the same place as Ocean's & The Wall of Silence, at the small tramp leading up to the ledge.

Pitch 1 : (15) Climb up diagonally right following rails to belay on the right-hand side of a large block.

Pitch 2 : (19) Climb up the thin crack above to a rail. Move right to a long corner/crack. Up this to a ledge.

Pitch 3 : (17) Climb diagonally left to a ledge. Traverse right until above the start of the pitch.

Pitch 4 : (15) Start up the flake on the right and follow the break to stance in a shallow corner.

Pitch 5 : (20) Climb diagonally right over hollow flakes to a big corner which is climbed to a ledge. Walk right to a prow.

Pitch 6 : (19) Start up the ramp & move left to a crack/corner. Up this to an undercut rail. Traverse right and mantle shelf. Move left and up to a stance on a block.

Pitch 7 : (18) Pull over the bulge to reach a corner. Climb leftwards up this to reach

castle ledge.

Pitch 8 : (15) Traverse right at the same level around the corner until able to layback up a groove to a ledge high on the left. Continue up this further to stance next to a big flake. (50m pitch)

Pitch 9 : (19) From the flake climb up & move right. Pull over the bulge & continue up left, then right to belay below a big recess/corner.

Pitch 10 : (17) Climb the recess and move right following grooves & cracks to a big bulging wall. Climb a crack on the right to a large grassy ledge.

Scramble off rightwards to the summit ridge.

FA: D. Chesson, G. Lacey & C. Lomax 1979  
FFA: C. Lomax, G. Lacey & AdK 1983

### 5. Gorillas in the Mist (17) \*\*

The rib right of The times they are a changin'.

FA: J. Codenro & M. Reid 1989

**Access:** Drive over Babin's Kloof Pass and head for Ceres. Continue past the turn-off for Wolsley/Tulbagh to the start of Mitchell's Pass. Turn right at a gate leading down into a picnic sight. (Dwars River). ¼km up the Plets, cross & walk straight up the slope towards the three Castle turrets above. Trend slightly leftwards into the gully running down between the main and right-hand turrets, to a point where a traverse line leads left across to the base of the rock.

**Descent:** Scrambling & 2 rappells down the gully between the main & right-hand lurretst leads directly back to the start of the traverse line. Only the two best routes here are described in full.

The route follows a line up the right-hand side of the middle turret in the big red amphitheatre. Scramble up white rock to a higher ledge. The route climbs up & diagonals across left above the big roof.

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**Pitch 1 : (17)** Climb up to a flake & traverse right to a small grey face. Move to a crack and a ledge with blocks.

**Pitch 2 :** (13) traverse diagonally left over flakes & climb up to a small roof. Continue moving left to a narrow ledge.

Pitch 3 : (19) Climb the bulging grey face on the left & move back right into the open book. At the roof rail left to a cubbyhole.

**Pitch 4 :** (17) Climb up on the right into a groove. At the top a long traverse left along rails leads to an easy break up the grey face above. Move left to a large ledge below overhang.

Pitch 5 : (20) Pull through the roof in the corner & continue up the next set of roots  
Layback up to a long cave-like ledge. (the Block pitch).

**Pitch 6: (19)** **Hall** along left to a short corner. Move up to the roof & swing around rightwards. Climb the face above.

**Pitch 7 :** (19) Climb the corner & the left-hand face of the open book to a trick move across to the right-hand face. Move across to the right-hand arete and up to a ledge.

**Pitch 8 :** (20) From the level of the ledge a finger-tail traverses the wall on the right. From the recess at the end move up & climb diagonally right over grey slabs to a ledge.

ledge below a water-worn chimney. **[Variation: (15) Instead of traversing the finger rail, move up from the ledge for 2m to an easy handrail. Traverse right & continue**

**Pitch 9 :** (19) Climb into the chimney & continue up, exiting left. Walk across to the top of the ramp on the right.

**Pitch 10 : (15)** Move up & traverse right onto the main face. Climb the jugs tending rightwards to the top.

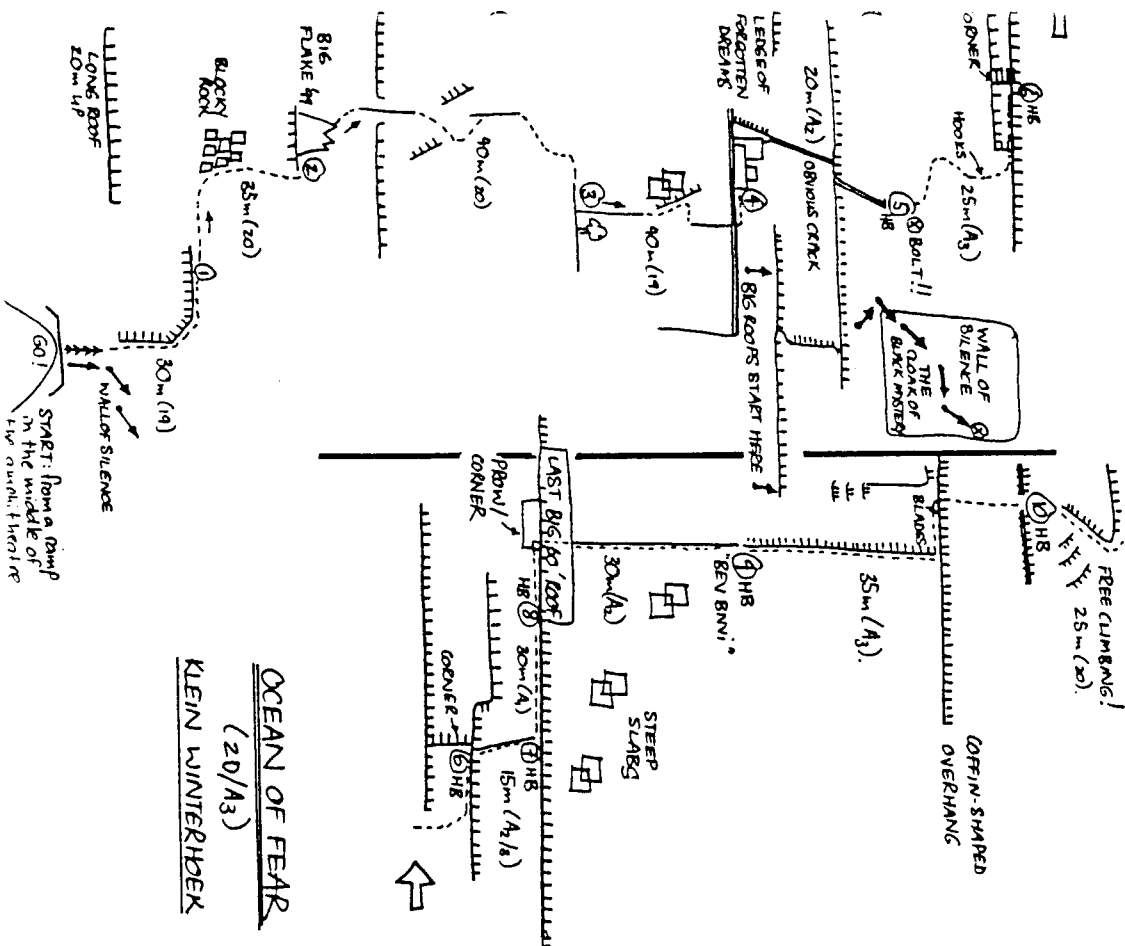
FFA: G. Lacey & B. Gross (top rope) 1978  
FFA: (pitch 8 & complete) AdK, E. February & G. Lacey 1982

## 2. Space Shuttle (25) \*\*\*

the route starts on the right-hand side of the main amphitheatre. In a crack system on the left hand side of a pillar, above some trees. The line traverses the gray ramps above Apollo, and breaks through the roots to the right of that route and below a prominent V.

Pitch 3: (12) Climb the rock over a 4' gap.

hanging delay where a line of incut holds lead out left.



Pitch 3 : (20) Traverse left. Move around some flakes and step down onto a block to continue traversing left until possible to move up and back right to a blocky stance.  
 Pitch 4 : (20) Climb up for 5m to where a finger-trail allows a traverse left into a corner. A tricky move up & left gains a rest. From where further traversing 15m left allows climbing up and back right to a stance.  
 Pitch 5 : (17) Climb up on the right. Pull through a small bulge. Move up and traverse right to a stance.  
 Pitch 6 : (21) Stand up on the block and pull up to the handrail. Rail left and pull through the roof on layback holds. At the next rail traverse left to a small stance.  
 Pitch 7 : (25) Traverse left and move up to the roof. Climb out to the lip past 2 pegs, and continue to a stance.  
 Pitch 8 : (21) Climb up on the right. Continue straight up and traverse right along the slab.  
 Pitch 9 & 10 : (19,15) Finish up Apollo's big Chimney.

FA: G. Lacey & C. Lomax 1983  
 FFA: AdK 1986

3. Via Centrale (18) \*\*  
 Takes a line left of Apollo.

4. Viaduct (15) \*  
 Up the white stuff left of the red amphitheatre.

FA: R. Smithers, P. Anderson & M. Scott 1973

5. Via Normale (14)  
 As for Viaduct, but further left.

# Dragon's Buttress, Duwelskloof & Hutchinson's Buttress Complex.

Access: From Stellenbosch, drive over Helderbosse pass to Priel Hamlet. Just past the village there is a long tree-lined avenue turning off right marked Languedoc. Follow the avenue to :

1. Dragon Buttress/Banhoeck : Continue through the village after having turned right at the first T junction. At the next T junction go left to an impressive Cape Dutch farmhouse. Pass this on the right along a track leading right to park amongst pines.

2. Duwelskloof/Hutchinson's Buttress : From the avenue, turn right at the first T junction. Take the first left onto a track leading through the cemetery up towards the Kloof. Park at the end of the track.

## Walk-ins :

1. Dragon Buttress/Banhoeck : From the carpark, walk up the slope ahead to the Banhoeck hut. Continue up the path leading up steep slopes behind the hut. The face is visible high on the right. Where the path starts angling off left & up, a traverse is made across right & up to the rock by scrambling and crawling through vertical reeds.

2. Duwelskloof : Walk across slopes along a path into the Kloof.

3. Hutchinson's Buttress : Same as for Duwelskloof, ie cross slopes into the Kloof. Scramble up the gully between Devil's Tooth and Hutchinson's Buttress to gain the col. Traverse in beneath the Amphitheatre.

## Descents:

1. Dragon Buttress : From the top, walk down diagonally leftwards (looking in) to a small make where the main path leading down is rejoined.

2. Duwelskloof : Walk across rightwards to scrambling leading down to the top of the Duwelskloof waterfall. Rappel anchors lead down on the right hand side of this to the scree.

3. Hutchinson's Buttress : Traverse right to a gully leading down to the nek between Hutchinson's Buttress & Devil's Tooth. Scrambling & 3 rappels are needed.

## Dragon Buttress : Banhoeck

1. Hallucination : (17) \*

Start : From the traverse line below the face, the path scrambles around a gendarme and further up to below the main face. Start in the left middle of the face on a slightly raised platform below an obvious break.

Pitch 1 : (15) Move left and climb up to a block. Up this to a ledge. Walk right for 20m and climb a flake before continuing right to a good stance.

Pitch 2 : (15) Climb the open book behind the tree and exit right. Traverse right along the ledge to a semi-chimney.

Pitch 3 : (15) Climb the chimney & swing out to the right. Continue up to a stance, & go right to a ledge.

Pitch 4 : (15) Traverse to the left end of the ledge. From the top of a triangular ledge, traverse left until able to move down onto a ledge. Continue easily left, climb a break & move back right to a ledge. Walk right.

Pitch 5 : (17) Lean across right & take off before moving back left again. Climb up over flakes and traverse left over a high flake. Continue up to a ledge.  
Pitch 6 : (15) Traverse left over a loose block & then up the face above. Traverse right across the waterworn face and then up to a beacon.  
Pitch 7 : (13) Climb out of the cave on the left, then move back right & scramble off to the summit.

FA: H. Snijders & H. Graafland 1961

## 2. Ruël Neyer Sleeps (23, A<sub>2</sub>) \*\*\*

The route starts in the centre of the amphitheatre & follows Haliuclination for 3 pitches, continuing straight up after that route's easy (15) crack above the tree.  
Pitch 1 : ((200m)) (17) Scramble up the haliuclination, and after the crack pitch continue up the break above for about 10 m to a small ledge.  
Pitch 2 : (19) Climb a few metres up a slight break until it is possible to climb and traverse diagonally right into a corner. Climb this, exiting right to a ledge. Walk about 20m left to large blocks below a layback flake.  
Pitch 3 : (20) Climb up to the flake and layback around. Move up to a resting flake/crack with a bush in it at mid-height. Continue to a ledge.  
Pitch 4 : (20) Move up to a traverse line & traverse left to an old peg. Continue traversing until able to move back right to a small ledge below a brownish groove.  
Pitch 5 : (23) Climb the steep groove. Continue up to a good horizontal break, starting a long, obvious traverse line left. Belay on angles.  
Pitch 6 : (A<sub>2</sub>) Ad left with some hard moves to find placements near the end. Move up a little & continue traversing left to a clearly visible crack over on the left. Hanging belay.  
Pitch 7 : (18) Climb up. Move left & continue up until able to climb diagonally right to the top. Walk off rightwards (looking out.)

FA: G. Lacey & C. Lomax 1983.  
FFA: (pitch 5) Ed. February on a top rope.)

Take two hooks & a few pegs.

## Duiwelskloof

### 1. Lucifer (15) \*

Takes a line up the middle of the wall. Start where the scree is at it's highest point against the face. Scramble up a yellow buttress on the right of the scree & walk 5m right to a recess.  
Pitch 1 : (12) Climb the recess past a block. Move left around the corner to a crack. Climb up easily to the next step.  
Pitch 2 : (10) Climb up a recess & scramble up for about 45m to a steeper wall.  
Pitch 3 : (14) Over on the left is a grassy recess with a gendarme about 6m to the right. Climb the right-hand side of this & from the top traverse right to laid back rock leading to ledges.  
Pitch 4 : (13) Traverse left to a chimney, exit right & head diagonally right to a stance with a tree.  
Pitch 5 : (15) Climb the bottomless open book above, moving slightly leftwards.  
Pitch 6 : (13) Continue up the open book which gains a large ledge. Follow this to the right.  
Pitch 7 : (13) Traverse off the right-hand side of the ledge and move up to belay on a ramp.  
Pitch 8 : (13) Climb the ramp to an open book.  
Pitch 9 : (15) Move up to a roof and pass it on the left. Continue straight up.  
Pitch 10 : (8) Scramble up easier rock to a ledge on the right beneath an overhang.

Pitch 11 : (11) Climb through the gap on the right of the roof and so up to a ledge leading off rightwards into a gully.

FA: H. Snijders & M. Koze 1966

## 2. Duiwels Direct (19) \*

Start 50m left of Lucifer, above some small trees at the top of the scree. The route utilizes the same initial buttress as Lucifer. Scramble up to a ledge on the front of the buttress & walk left to the end of the ledge.  
Pitch 1 : (15) Climb an overhanging crack to a stance with blocks on the left.  
Pitch 2 : (17) From the tree on the right, climb a thin crack to a bush. Move up leftwards into a recess. Follow this to a ledge.  
Pitch 3 : (11) Climb diagonally left for a rope-length to a recess leading back right.  
Pitch 4 : (13) Follow the recess diagonally right before moving across back left to a stance on some large blocks.  
Pitch 5 : (19) From the top of the blocks climb a crack, passing an overhang on the left.  
Pitch 6 : (11) Move up and right, then back left past a ledge. Continue up to a large bushy ledge. Walk 50m right.  
Pitch 7 : (19) Climb up cracks to the top of a large block.  
Pitch 8 : (15) Start left from the block and up a crack. Move over right into another crack & climb back right on hollow flakes on a corner to a block. Move left to the skyline & up to a stance.  
Pitch 9 : (17) Climb the crack & another on the right. Follow easier rock.  
Pitch 10 : (13) Descend for 3m & traverse right. Climb the face on the right to a ledge.  
Pitch 11 : (15) Climb the recess above on good blocks. Exit right onto easy rock. Continue up behind an enormous block to a ledge on the left.  
Pitch 12 : (15) Take a low traverse left, move up to the skyline. Climb up for 10m to an obvious block on the left.  
Pitch 13 : (Traverse left for 4m into a break diagonally right. Climb a small overhang & steep face for 6m. Traverse left on knobles.  
Pitch 14 : (17) A traverse left from the stance eases into a recess. Go diagonally right for 10m.  
Pitch 15 : (13) Start on the left & go straight up, then land diagonally left to a stance.  
Pitch 16 : (15) Climb the recess above to a big ledge. Walk left for 100m to an easy break leading diagonally right to the top.

FA: T. Chinery, B. Honey & Watts 1967

## 3. Dinosaur Revival (22)

Climbs the steep grey wall between Lucifer & the bend in the kloof.

FA: A. Dick, D. Cheesemond, D. MacLachlan & B. DeBruin 1978.  
FFA: C. Lomax, K. Smith & C. Edelstein 1982

3 other routes are located on the east wall of Duiwelskloof above the waterfall section, and are not very good quality.

## 4. Fire-Escape (12)

FA: A. McKirdy, P. DuPreez, M. Scott & H. Graafland 1977

## 5. Hell's Angels (15)

FA: A. McKirdy, G. & H. Graafland, M. Scott & P. DuPreez 1978

## 6. Stux (12)

FA: H. Snijders, G. & H. Graafland 1978

Routes 4, 5 & 6 are rubbish.

# Hutchinson's Buttress

## 1. Jerker (19) \*\*

Scramble up ledges & two rock bands to the middle of the face and the highest easy grass ledge. Start in the middle where the ledge starts to fade.

Pitch 1 : (15) Climb up the easiest line (avoid some loose flakes) to a large ledge below the roof.

Pitch 2 : (15) Traverse right below the roof on a good rail to a small stance where the roof ends & the rock becomes white.

Pitch 3 : (19) Climb through the roof at a jam crack. Continue up to a nose, and climb up steeply on the left of this to easier rock. Continue over easy rock to a large ledge.

Pitch 4 : (19) Continue up the dihedral just left of the roof above. Climb through the second roof & belay.

Pitch 5 : (15) Traverse left on the obvious line on blocks, dropping down at one or to places. From the ledge climb to the apex of the blocks on the left.

Pitch 6 : (19) Climb the face above on holes in the rock, up left into a steep break & thus to a rail. Traverse right & up to a stance.

Pitch 7 : (19) Continue directly above on steep rock & then easier rock to a rotten ledge below the main overhangs on the face.

Pitch 8 : (19) Move off the right hand end & then up a hidden recess to a ledge on the left.

Pitch 9 : (17) Move up & traverse left. Continue up and left to a steep section leading to a belay ledge.

Pitch 10 : (17) Traverse left up the nose until the rope runs out (small stance).

Pitch 11 : (16) Continue up scruffy rock to a good stance.

Pitch 12 : (18) Climb up tending diagonally.

FA: Clomax & B. de Bruin 1980

## 2. Wanker (19/20) \*\*

Start on the right hand side of the face. Scramble from the neck up around to the left hand side of the initial buttress and through the small rock band to a ledge.

Pitch 1 : (20) Climb an open book and then up and right until able to move left to a stance.

Pitch 2 : (14) Move left onto the undercut slab & up to a ledge.

Pitch 3 : (19) Continue up left (broken recess). Move right & across to a small stance.

Pitch 4 : (19) Traverse 5m right to break through the overhang. Up a crack & bush to a stance.

Pitch 5 : (19) Move up over a slab to a recess. Belay below the overhangs.

Pitch 6 : (16) Move right and up a steep crack & wall. Scramble off to the right.

FA: B. De Bruin, D. Cheesemond & A. Dick 1979

## Part III

### Cedarberg Climbing

The Cedarberg stretches for approximately 120km from Matsikamma in the north to Blinkberg in the south, and it probably affords the best climbing in the country.

The main areas are :

1. Pakhuis Pass
2. Krakadouw
3. Tafelberg
4. Welbedacht
5. Wolfberg

Matsikamma and Blinkberg also provide good climbing, but for further information consult the MCSA Journals, as the most popular areas are the five mentioned above. Access is given for each location, but since Krakadouw, Tafelberg & Welbedacht are on state land, permits must be obtained from Algeria first. Comprehensive Cedarberg maps are obtainable from Camp & Climb and Adventure Centre in Cape Town.

### Pakhuis Pass

Access: From Clanwilliam drive over the Pakhuis pass in the direction of Calvinia. The crag is apparent on the left. Going down the pass, the buttresses of Faith, Hope and finally, facing the road directly is Charity. Just before the farmhouse turn left down a track to park. Camp next to an old abandoned goat shed under blue-gum trees. Water is crossed between the car park & the goat shed. Notify the farmer of your presence, and ask his permission to camp on his land. Phone Hannes 02682 1820

Walk-in: Straight up to the crags : Hope on the left & Charity on the right.

Routes are described from right to left from Charity to Hope.

### DV Dala Vu (19) \*\*

On the right-hand side of the red amphitheatre slightly around the corner is a crack roughly in the middle of the face between the steep cracks on the right, & the corner on the left.

Pitch 1 : (19) Climb the crack to the small roof. Move left around the edge into another corner/crack system to a ledge.

Pitch 2 : (19) Rail right to a break on the right, not the crack on the right. Climb up to a ledge.

Pitch 3 : (17) Walk left past a white wall to a recess. Climb the crack on the right-hand wall to a smaller ledge on the corner.

Pitches 4,5 & 6 : (15) Move around the corner & climb jugs to the top.

FA: E. February, Adk & A. Forsyth 1982

### OB Old Bones (23) \*\*\*

The impressive corner/crack near the right hand end of the amphitheatre.

Pitch 1 : (23) Climb the crack and move left into a steep crack on the left.

Pitch 2 : (19) Continue the crack and move left into a steep crack on the left.

Pitch 3 : (19) Starting on the right, climb the red wall. Move left into a corner below the roof. Go left & up to a ledge.

Pitch 4 : (13) Climb up right & move around the arete. Up jugs to a ledge.  
Pitch 5 : (15) Straight to finish.

FA: Adk & M. Versveldt 1984

### SL Shady Lane (20) \*\*\*

Near the right of the red amphitheatre are two cracks, one with a jammed block/pillar. Use the right-hand crack.

Pitch 1 : (20) Climb the crack. Traverse right and up a smooth recess.

Pitch 2 : (17) Up the recess. Traverse left at the top.

Pitch 3 : (19) Walk left to a recess. Start up & swing left under a small roof. Climb up, moving right to pull through a roof via a detached block. Straight up to a big ledge in a recess.

Pitch 4 : (15) From the left-hand end, climb around the corner onto a sloping ledge. Traverse left towards a tree, but before reaching it, climb up & right to belay below a sloping ramp & crack.

Pitch 5 : (19) Climb the crack moving left at the top. Climb up again until able to move easily to a ledge with a tree.

Pitch 6 : (20) Climb straight up the crack to finish.

FA: E. February & A. Wood 1982

### GSD G-String dancer (23) \*\*\*

Start 5m left of Shady Lane.

Pitch 1 : (22) Climb the crack on the right to a ledge, & continue up to a bigger ledge.

Pitch 2 : (22/23) Climb up the right-hand groove & through the roof crack. Stance on the block.

Pitch 3 : (20) Layback the groove.

Pitch 4 : (19) Climb left-sloping ramps to the roof. Rail right & through a jammed block. Up to a ledge.

Pitch 5 : (19) Climb the recess to the roof. Traverse left until near the tree, and up the smooth groove. Up to the tree.

Pitch 6 : (19) Up a rounded crack, rail left to a break & continue through to a stance.

Pitch 7 : (19) Move right & up a groove to the top of it. Move left & then back right. Climb the juggy wall to finish.

FA: Adk, E. February & J. Holden 1982

### GWK Gee-Whiz Kids (21) \*\*\*

A line up the left-hand edge of the red amphitheatre. Start left of G-String Dancer at the obvious crack with a huge jammed block half way up.

Pitch 1 : (19) Climb up on the right & then the left-hand cracks.

Pitch 2 : (17) Traverse right on the ledge to a thin corner crack. Climb up & go right for 2m to a roof. Climb into the groove, move left onto the arete, and climb up to a ramp. Move across right to a ledge.

Pitch 3 : (21) Gain a rail, up to the next one, and go back left for 12m. Climb a curved groove to a roof, move 2m right and climb leftwards up a tricky crack.

Continue to a big prow ledge.

Pitch 4 : (19) Up to a roof, step left, and layback a crack. Move left again & up to a ledge.

Pitch 5 : (21) Climb a big flake on the right. Move diagonally left to below a steep thin crack. Climb up, mantle, and go for ledges up right.

Pitch 6 : (18) Move right & up G-String Dancer's juggy wall.

FA: Adk, E. February & G. Lacey 1983

### CJMLH Chris Jackson's Mother Loves Him (23) \*\*\*

Start 20m left of GWK out an undercut white face & crack.

Pitch 1 : (15) Climb the crack to a big ledge below a scooped wall.

Pitch 2 : (23) Climb the thin crack on the left of the second wall. Scramble up right to a layback crack starting from a tree.  
Pitch 3 : (18) Up the crack, over the bulge and right into a corner system. Up to a roof. Pull through & go right & then back left to belay at the tree.  
Pitch 4 : (19) Start from the flake on the right. Climb over a block to a rail. Go left up a corner to below a standing prow. Climb into the corner on the left of this & up to thin ledges.  
Pitch 5 : (19<sup>+</sup>) Gain a rail, up to the next one, and go right to a block. Climb up & right to finish up the G-Stirling Dancers juggy wall.

FA: AdK, E. February & M. Versveldt

**WWW White Wash Wall (18) \***  
Climb the prominent white streak.

FA: E. February & A. Wood 1982

**SAF Saturday Afternoon Feyer (16) \***  
Start to the right of the main white streak, the climb goes up the right-hand edge of this.  
Pitch 1 : (17) Up the recess tending left to a ledge & tree.  
Pitch 2 : (13) Climb the crack 10m to the left.  
Pitch 3 : (15) Climb up the groove above to a ledge. Walk 20m left to rappell.

FA: A. Wood & A. Forsyth 1983

**SW Sleepwalker (18) \*\***  
Climb pitch 1 & 2 of SAF. Then scramble up & right to the obvious crack system going up to the large roof.  
Pitch 1 : (19) Climb the crack to a ledge on the right.  
Pitch 2 : (17) Rail left & walk off left.

FA: C. Leslie-Smith, P. Schlotfeldt & M. Richter 1984

**FOT Flake on Through (20) \*\*\***  
50m left of SAF is a left leaning open book beneath a roof above. Further up is an undercutting flake leading up & right. Start on a big block about 10m left of a low-level overhang.  
Pitch 1 : (20) From the right-hand side of the block. Climb up to a small roof. Move right to a ledge under the open book.  
Pitch 2 : (17) Up to the roof, rail right & further via the undercutting flake. Exit into the traverse ledge on the right via some hollow blocks & flakes. Walk off left.

FA: K. & M. Smith 1984

**M Margarine (15) \***  
On the left-hand side of the crag towards the top where the gully narrows. An orange wall meets a grey corner. 10m right of this is a cairn. Start into a small open book. Up to a roof & through on it's left-hand side. Climb a crack with a tree at it's base. Walk to the right-hand side of the ledge & climb the juggy overhanging crack (11). Scrambling leads to a walk-off left.

FA: A. Briers, T. Clausen & M. Carr 1984

**BF Butterfinger (10)**  
10m left of Margarine, scramble to a large boulder. Directly above, a finger of rock points outwards.  
Pitch 1 : (11) Follow the crack in a small corner. Go left up the skyline before traversing right to the gap between the pinnacle & the face. Climb the pinnacle, step off & up to a large ledge.

Pitch 2 : Walk right & climb the steep juggy crack. Scrambling leads to a walk off left.

FA: P. Settenfield, D. & A. Margetts & D. Jackson 1984

**BC Butterfinger Clasp (15) \***  
Climbs the huge grey open book near the right-hand side of hope buttress.

FA: W. & T. Claussen 1984

**PD Powerdrain (23) \*\*\***  
Start: From the cave walk right past a dirty crack & scramble up to a ledge.  
Pitch 1 : (20) Climb the face moving slightly right then left into a recess & up to a stance.  
Pitch 2 : (15) Climb up to a ledge.  
Pitch 3 : (15) Climb the right-hand extremity of the juggy wall on the left.  
Pitch 4 : (22) Tip-toe through the domed roof above.  
Pitch 5 : (20) Climb the scoop with grey streaks up to a ledge. Stance below a crack on the right.  
Pitch 6 : (23) Climb the crack.  
Pitch 7 : (17) Climb up on the right through the overhang to a ledge below the break.  
Pitch 8 : (20) Ease up the crack, through the off-width. Pull through the overhang & up slightly left to finish.

FA: E. February & M. Versveldt 1983  
FFA: AdK & E. February 1984

**DW Dogwalker (15) \***  
60m right of the cave is a steep busy recess. 4 pitches following easy climbing.  
Pitch 2 sports an overhanging crux at (15).

FA: A. Smith & B. O'Meara 1984

**L&R Lettis & Rights (20) \*\***  
Starts below a large hanging block situated on the left-hand side about  $\frac{1}{3}$  -  $\frac{1}{2}$  way up the face. Scramble up below this block to the first pitch.  
Pitch 1 : (20) Start opposite a large tree on the edge of a large ledge. Climb the crack system to a ledge. Move left along a longer ledge some 50 - 60m towards a nose on the extreme left. (Large tree on the ledge just below.)  
Pitch 2 : (15) Up for 10m. Traverse left for 30m to a big block. Surmount this to reach the nose on the extreme left.  
Pitch 3 : (20) Gain the weathered face are hanging roofs. Move right around the corner, up, and then diagonally left to a shallow open book to the top.

FA: P. Schlotfeldt & M. Richter 1984

**WB Western Bypass (17) \***  
Start in a shallow recess directly below the right-hand side of a square overhang 75m right of the cave. Scramble up below the overhang.  
Pitch 1 : (17) A discontinuous finger-crack to below the overhang (30m)  
Pitch 2 : (10) Traverse left to a prominent point above the second tree.  
Pitch 3 : (15) Climb the break in the overhangs to a ledge. Move right & up to a block.  
Pitch 4 : (15) Climb up & right to an overhang. Dangle traverse to the ledge.  
Pitch 5 : (15) Straight up the flakey white overhang & squeeze on top of it. Crawl left to pull over the roof. Climb to the cave.  
Pitch 6 : (10) Traverse left & up a crack to finish.

FA: K. Swansen & C. Vind 1984



GBS Ginger Bread Snag (17) \*

On the left-hand buttress 20m to the left of the cave. Scramble to a ledge below a recess.

- Pitch 1 : (15) Climb the recess to a ledge & up to a dinosaur ledge. Scramble right to a steep juggy grey face.  
 Pitch 2 : (16) Climb the face and groove to a higher ledge. Walk left to the corner of the buttress.  
 Pitch 3 : (17) Climb the corner after the roof. Continue towards a wide crack/corner & follow the face finishing slightly right.

FA: E. February, C. Vind & M. Versveldt 1983.

NNP Nubious Nose Picker (20) \*\*

Takes the left-hand edge of the crag, starting next to a tree and following an obvious corner.

- Pitch 1 : (19) Climb the crack.  
 Pitch 2 : (20) Climb the flake to a rail. Traverse right, up the ramp, and crawl right to a stance.  
 Pitch 3 : (15) Straight up on gargoyles.  
 Pitch 4 : (17) Stand on the block, pull over the overhang and up to a ledge.  
 Continue to the next ledge to a stance above.  
 Pitch 5 : (15) Climb behind the stance and traverse out right towards the nose.  
 Continue up the corner to a stance at a tree.  
 Descent: Walk 8m to the left to a rap-point. 2 rappels lead to the bottom of the gully.

FA: G. Robbins & D. Bottomley 1984

